TOCA

RACE DRIVER™ 2

ULTIMATE RACING SIMULATOR

TEEN

CONTENT RATED BY ESRB

Codemasters®

GENIUS AT PLAY™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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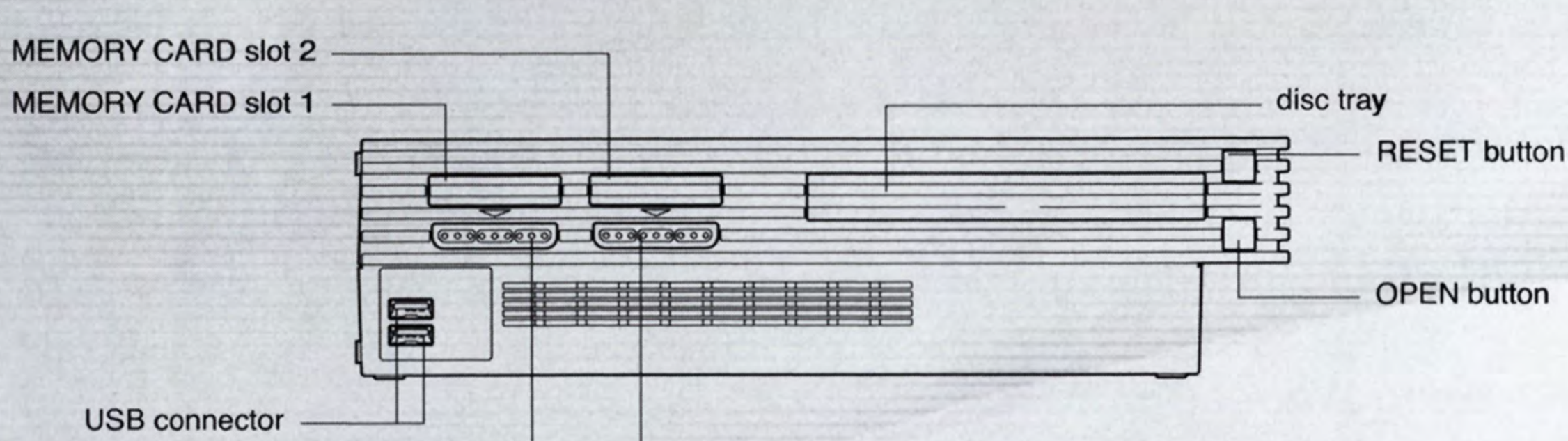
Getting Started



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

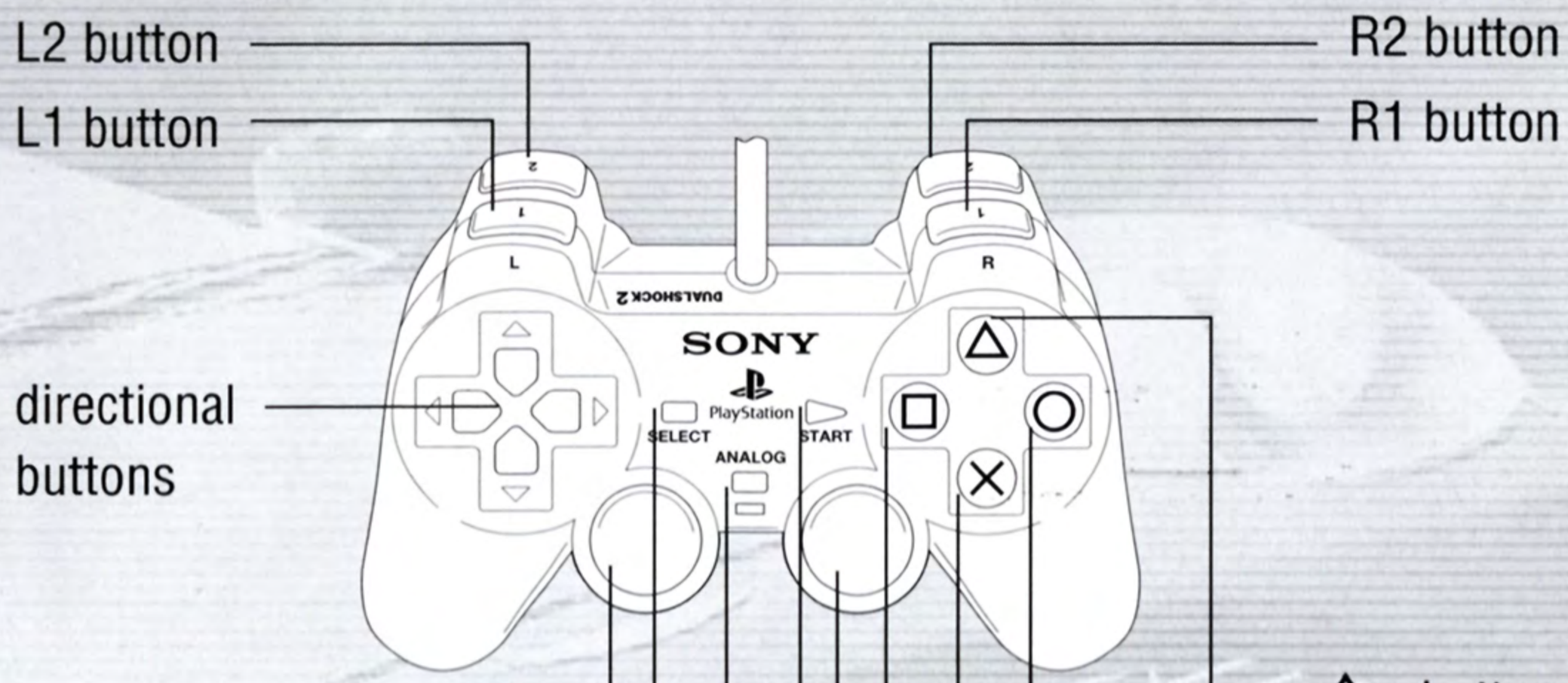
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ToCA Race Driver™2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



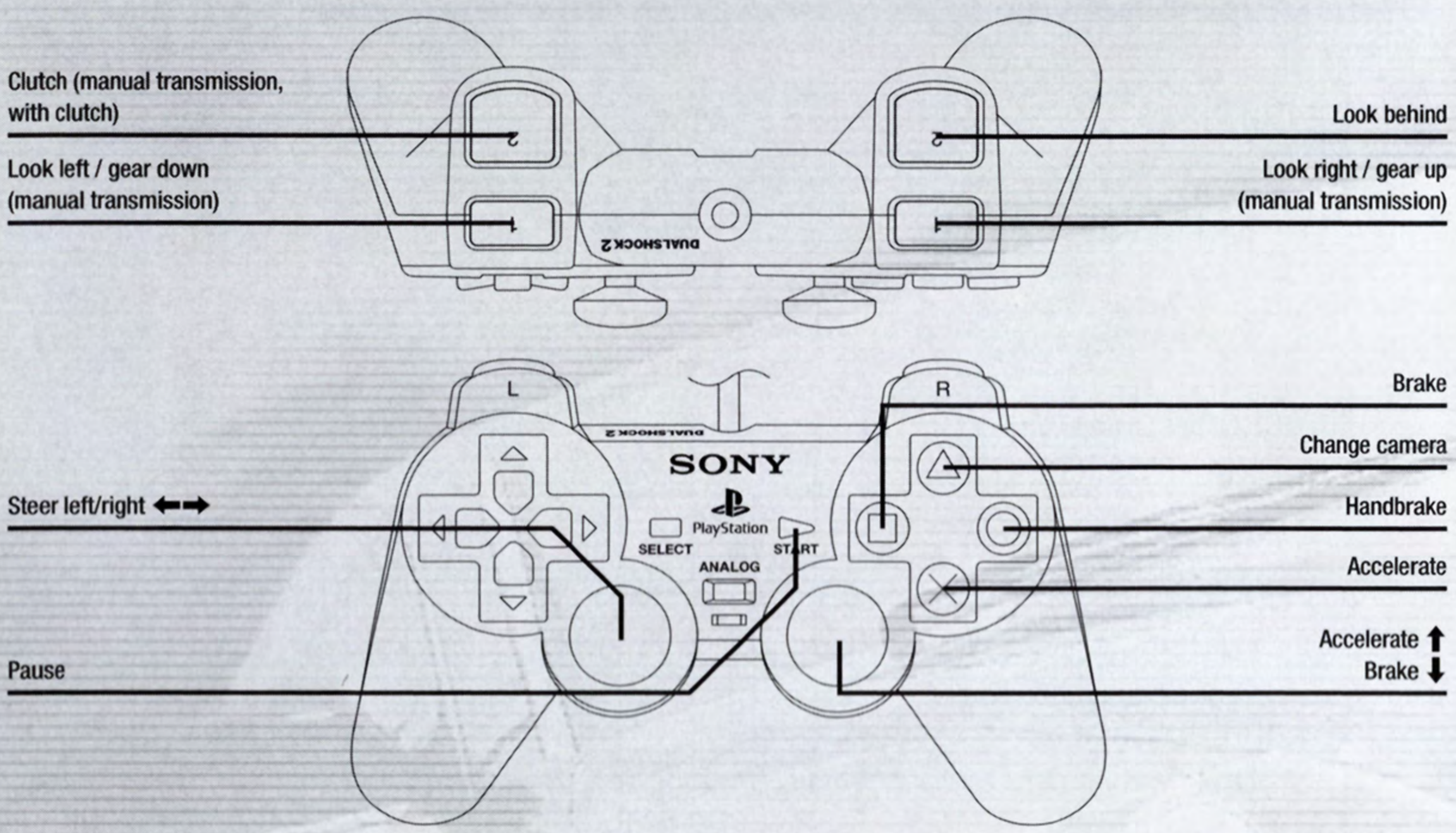
Steering Wheel Controllers

This game supports the use of most USB steering wheel controllers.

If using a USB steering wheel controller, ensure that it is connected before pressing the START button to begin the game. Press the START button on the relevant controller, which must be used thereafter during that session.

If your USB steering wheel controller supports multi-turn mode, this can be activated through Options > Driving. For full controller configurations, please see Options > Driving > Control Assignments.

Car Controls



Menu Navigation

Highlight menu item:	directional buttons or left analog stick ⬆⬇
Change menu item option where available:	directional buttons or left analog stick ⬅➡
Select highlighted menu item:	✕ button
Cancel/exit menu:	△ button

Getting Ready to Go

Player Profile

When the game has loaded, select an existing player profile or create a new one. You will need to create a new profile if you are loading the game for the first time.

Creating a New Profile

First select a save slot to store your new profile in. As you continue through your driving career, all of your progress and feature unlocks will be saved to this profile.

Next set up your profile details and select "Done." Finally, complete your profile by defining game options (see Options for more information) and when you have finished, select "Begin" to start your career.

Your Racing Career

The gauntlet has been thrown down. Become the master of the racing world or vanish into obscurity forever!

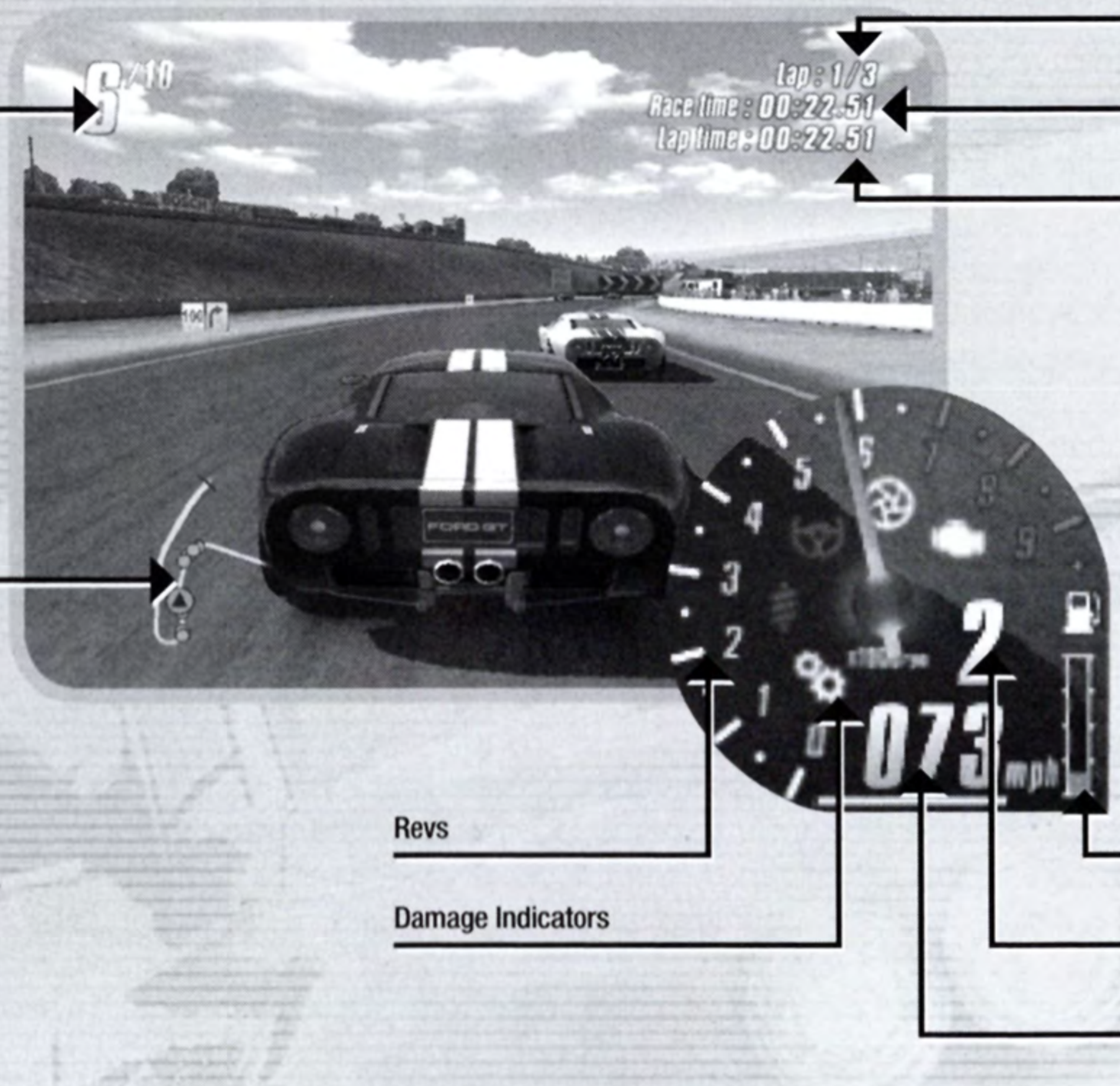
The career of a professional racing driver is not an easy one; you'll contend not only with a multitude of racing styles and types of vehicles, but also with a host of deadly rivals out to claim the title for themselves.

It's all about winning — there's no room for mediocrity here. You'll have to fulfill all your team's objectives to earn your place in the next event.

With each successful step through your career, you'll unlock more tracks, vehicles and competitions in Simulator mode.

6 The Game Screen

Circuit Racing



Lap Counter

Total Race Time

Lap Time

Race Position

Circuit Map

Revs

Damage Indicators

Fuel

Gear

Speed

Rally

Co-driver Indicator

Stage Progress & Split Times

Race Position — Your position in the field of competitors.

Circuit Map — The position of your car and your nearest rivals on the current circuit (your car is indicated by the arrow).

Lap Counter — Shows current lap.

Total Race Time — The time elapsed so far through your current race.

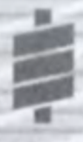
Lap Time — The time elapsed so far on your current lap.

Revs — Your current engine speed (rpm).

Damage Indicators — Illuminate from yellow (minimal) to red (serious) as parts of your vehicle become damaged. If a part becomes so damaged that you cannot finish in a competitive position, you may want to retire. To retire, press the START button to pause the game and "Retire from Race."

Note: If you sustain terminal damage and parts can no longer function at all, you will automatically be retired from the race.

Gears: damage to your gearbox could impair your ability to reach top speeds or shift effectively from gear to gear.



Suspension: suspension damage will affect road-holding and cornering abilities.

Steering: as your steering becomes damaged you will be less able to hold a straight line and your vehicle's responsiveness will be reduced.

Wheels: a puncture or loss of a wheel could prevent you from finishing the race.

Engine: if your engine becomes damaged, your performance can be seriously reduced.

Fuel — The amount of fuel remaining in your tank.

Gear — The gear you are currently in.

Speed — Your current speed.

Stage Progress — Shows your progress through the stage in rally championships.

Split Time — Split times represent the fastest recorded time through each section of a rally stage. As you approach a split time marker on a rally stage, your split time will appear next to the stage progress bar. If your time is green, you are currently faster than the previous record for the stage; if the time shown is red, you are slower.

Co-driver Indicator — Indicates the direction and hazardousness of the road ahead.

8. The Trailer

Select Profile

Return to the Profile Select screen to load, create or delete a profile.

Continue Career

Pick up your racing career from where you left off (depending on the profile you've loaded) and select which championship to compete in if more than one is available. Keep racing and keep winning to meet the Championship Objective/s and Season Objective/s set by your team.

Simulator

Come to the Simulator when you want to create your own race (Free Race) or improve your best time (Time Trial) on any of the unlocked tracks. Whenever you achieve a team objective in your racing career, more tracks, vehicles and championships will become unlocked.

Note: cars are only unlocked when difficulty is set to either "Normal" or "Hard" and default AI is selected. Cars cannot be unlocked using a custom difficulty level or when AI options are adjusted from default.

Free Race

Select Difficulty Highlight "Normal" or "Hard" depending on the difficulty level you want to race and press the ✕ button. Next, select the Championship you want to race from those unlocked and press the ✕ button again.

To set a custom difficulty level, highlight "Custom" then press the left analog stick or directional buttons ⬅➡. Press the ✕ button when you're ready to proceed.

Select Championship/ Track Next, set up your Championship. The first circuit is already selected (though you can change this if you want to). To add more tracks, highlight an empty slot, then press the left analog stick or directional buttons ⬅➡ to highlight an additional track. Press the ✕ button to load the track into the Championship line-up. Alternatively, choose "Select All" to load all of the tracks in their original order.

When you're ready, select "Continue" to move on.

Series Options Highlight each of the options shown on screen and press the left analog stick or directional buttons ⬅➡ to adjust them. Select "Continue" to move on.

Vehicle Select Highlight "Model" and press the left analog stick or directional buttons ⬅➡ to choose the vehicle you want to take onto the track. Only vehicles relevant to the Series you've selected will be available.

Highlight "Team" and press the left analog stick or directional buttons ⬅➡ to select your team (and thus your vehicle's livery).

Next, highlight "Driver" and press the left analog stick or directional buttons ⬅➡ to choose your driver. Only those drivers relevant to the team you've selected will be available.

Finally, press the ✕ button to hit the track.

Time Trial

Use Time Trial to improve your performance on circuits from any of the unlocked Championships.

Choose the model, team and driver you want to take to the track and press the ✕ button to set up your vehicle (see Vehicle Setup — only those setup options relevant to the vehicle you've chosen will be available).

Multiplayer

Shake it down on the track with two players in split-screen Multiplayer mode.

Each player presses the ✕ button to join the game, then Player 1 selects the difficulty level, Championship, circuit/s and Championship options as for Free Race (some options are unavailable in multiplayer mode).

Finally, each player in turn selects their vehicle, team and driver. Only those unlocked vehicles relevant to the chosen Championship will be available. When Player 2 has selected their vehicle, the competition will commence.

Network

Select "Network" to start or join a multiplayer game across LAN or Internet.

LAN and online multiplay require the presence of a network adaptor (Ethernet) (for PlayStation®2) and a correctly configured broadband internet connection. These are purchased separately and should be installed according to the manufacturer's instructions.

Setting Up your PlayStation®2 Console for Network/Online Play

You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

To setup your Network/Internet connection, select "Edit Network Configurations". This will open the Network Settings main menu.

Select "Add Setting" to create a new network configuration.

Follow the instructions and enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the ToCA Race Driver™2 game servers and play with other players over the Network/Internet. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2)

Firewalls

In order to join or host a multiplayer game online from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on port 3658 to the IP address assigned to your PlayStation®2 console. (Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration Application or Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem, or other broadband device.

Select Network Configuration

A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online. Create a Your Network Configuration file using the Network Adaptor Start-Up Disc supplied with the network adaptor (Ethernet) (for PlayStation®2).

ToCA Race Driver™2 uses the Network Configuration Application for creation, editing and deletion of Your Network Configuration files. If you choose to create or delete a Network Configuration from the game, the Network Configuration application will launch.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. **A publisher can combine this information with personally indentifying information from the publisher's records if the user provides the personally identifying information. Before providing any personal information to a publisher, please be sure to review the publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected gam e software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

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LAN

Select "LAN" to start or join a multiplayer game using networked consoles.

Create — Use the options shown on screen to define the parameters for the game you are hosting. When you are finished, select "Start Session" to go to the race lobby. Your game will appear on the Join List of any consoles running ToCA Race Driver™2 on the same network.

In the race lobby, use the options on screen to select your vehicle and tracks to be raced. When you are ready to hit the track, select "Ready" to begin. Any joining players who have not indicated they are "Ready" have fifteen seconds to do so before they are excluded from the race.

Join — Enter the game lobby of one of the games created on other networked consoles by selecting a game in the Join List on screen. Follow the options on screen to choose and set up your car and when you are ready to hit the track, select "Ready."

Play Online

Select "Play Online" to take part in a multiplayer game online.

Sign In — ToCA Race Driver™2 uses the Gamespy ID Login system. You may create a new Gamespy ID or use an Existing Gamespy ID by entering your details in the "New Account" Screen. You can manage your Gamespy ID at **www.GameSpyID.com.**

You may prevent unauthorized use of your Gamespy ID by entering a 4-button Passcode in the "New Account" screen. If you choose to enter a 4-button Passcode, you will be asked to re-enter it each time you sign in.

Create Session — Select "Create Session" and follow the options on screen to set up your own game for others to join. Next, in the game lobby, follow the options on screen to choose and set up your car. Select "Ready" to begin the next race in the series.

Quick Game — Quick Game is the quickest and easiest way to get into a game; it selects the first game running that you are able to join. Either select "Join" to enter the game displayed, or "Next" to bring up the next choice.

Browse Sessions — Use this option to specify exactly what sort of game you're looking for. Use the navigation controls to define the criteria for your game search (i.e. championship, collision mode, etc.), then select "Search" to display a list of games running that match your preferences. Select "Join" then choose a game in the list displayed to go to the Lobby for that game.

The Lobby At the beginning of any online race, you will enter the game Lobby to prepare.

Choose your team and/or car then go to Vehicle Setup (if enabled by your Host) to refine your vehicle's performance (see Vehicle Setup). When you're satisfied with your vehicle's tuning, select "Continue" to return to the Lobby.

Finally to get onto the track, select "Ready" to indicate to the host that you have completed all your setups and are raring to go. 15 seconds after the Host has indicated "Ready," the race will begin (regardless of whether all joining players are ready or not).

Note: If entering the Lobby of a game where players are already racing, "Race in Progress" will be displayed on screen. You must wait for the current race to finish before playing.

Time Trial Records

Check out your track records from your efforts in Time Trial mode. The vehicle that you broke the record with is shown. Also shown is a special code, which you can use to register particularly good times at the Codemasters Hall of Fame website.

If you have access to the Internet and achieved a time worthy of world attention, log onto **www.codemasters.co.uk** and click the Hall of Fame button, then from the drop-down menu, choose the ToCA Race Driver™2 Hall of Fame. Enter the code you've been given and if your time is good enough, it will be placed on show for the world to see!

Load Replay

On the Results screen at the end of each race, you are given the opportunity to save a replay of your performance. Use "Load Replay" to view it again.

Options

Profile

Select "Profile" to give yourself a name to be used in your career and other game modes, and choose your game language and nationality. When you are satisfied, select "Done" to return to the Options.

Driving

Select "Driving" to define your driving style and controller preferences.

Control Assignments To re-define a control, highlight the function name and press the ✕ button, then press the control you want to assign to that function. To restore all the original control settings, select "Reset."

Vibration Turn controller vibration on or off.

Advanced Adjust deadzone and saturation settings for steering wheel controllers. This option is only available when an appropriate steering wheel controller is connected.

Force Level Select the force level for USB force feedback steering wheels.

Handling Mode Select from "Simulation" or "Pro-Simulation".

Gearbox Select "Automatic" and gears will change automatically as needed — a good option for novice drivers. Select "Manual" to bring the Gear Up/Gear Down controls into play. This will give experienced drivers more control. Select "Manual with Clutch" for a totally realistic driving experience for elite drivers.

Graphics

Select "Graphics" to adjust screen display elements and settings.

Sound

Select "Sound" to set the volume of the game's sound elements and set the soundstage.

Bonus

Select "Bonus" to view the credits of the team that brought you this game and activate extra bonuses. Check out the back cover of this manual for how to obtain Bonus Codes.

▶ *Vehicle Setup*

In Time Trial, Free Race and LAN/Internet games (if enabled by the host), you get to tune your vehicle to adjust its performance. Though many drivers take the podium with just factory specs, most drivers like to tweak their settings between races to wring that extra speed out of their vehicle. With a little experience, you'll know what specs suit your cars best.

Note: Vehicle Setup is not available in all Championships and not all setup options will be available to all vehicles.

Gears

To adjust gears, select "Gears." Next, select "Adjust" then press the left analog stick or directional buttons ⬆⬇ to choose the gear to be adjusted. With the gear highlighted, press the left analog stick or directional buttons ⬅➡ to adjust its parameters. To restore your gear ratios to their factory settings, select "Reset." When you're done, press the ✕ button then select "Accept."

Gears with a high ratio will give you an improved top speed, but you will take a hit to your acceleration in the lower gears. Conversely, a low ratio makes your vehicle quick off the mark but also impairs your ability to achieve really high speeds.

Downforce

To adjust downforce, select "Downforce." Next, select "Adjust" and press the left analog stick or directional buttons ⬅➡ to select front or rear downforce and ⬆⬇ to adjust the setting of each. When you have finished, press the ✕ button and then select "Accept."

Your spoilers use the pressure differential of moving air to force your wheels down onto the road and improve grip. Too much downforce though will increase your rolling resistance and decrease your straight-line speed.

Suspension

To adjust your suspension, select "Suspension." Next, select "Adjust" and press the left analog stick or directional buttons ⬅➡ to select front or rear suspension and ⬆⬇ to adjust the stiffness of each. When you have finished, press the ✕ button and then select "Accept."

Suspension affects your vehicle's road holding and ability to handle corners at speed. Soft suspension will cope more easily with uneven surfaces as each wheel is allowed to responsively maintain contact with the ground. However, suspension that is too soft may cause excessive body-roll on bends. Hard suspension, on the other hand, improves your corner-taking ability but on rough terrain, you may find grip is markedly reduced.

Ride Height

To change your vehicle's ride height, select "Ride Height." Next, select "Adjust" and press the left analog stick or directional buttons ⬆⬇ to change the setting. When you have finished, press the ✕ button and then select "Accept."

Adjusting the ride height changes the range that your suspension can work within. A high ride height gives the greatest range for your shock, but also the greatest potential for body roll and at a cost to downforce and grip.

Anti-Roll

To adjust anti-roll, select "Anti-Roll." Next, select "Adjust" and press the left analog stick or directional buttons ⬅➡ to select front or rear then ⬆⬇ to adjust the setting for each. When you have finished, press the ✕ button and then select "Accept."

Anti-roll is used to balance your suspension settings and counter understeering or oversteering problems. If your vehicle understeers too much (tends not to pull into bends as quickly as it should) soften the front or stiffen the rear. If it oversteers (tends to swing out when taking a corner), soften the rear or stiffen the front.

Tires

To change your tires, select "Tires." Next, select "Adjust" and press the left analog stick or directional buttons ⬅➡ to move the slider left or right between hard and soft. When you have finished, select "Accept" to return to the Vehicle Setup screen.

Hard tires will give you less grip but will reduce any rolling resistance and allow a greater top speed. Tires made from a softer compound will improve your grip, but will increase rolling resistance.

Brake Bias

To adjust your brake bias, select "Brake Bias." Next, select "Adjust" and press the left analog stick or directional buttons ⬅➡ to move the slider left or right between front and rear. When you have finished, select "Accept."

In addition to your suspension and anti-roll, brake bias will also affect the way your vehicle handles in the bends. When you decelerate, the weight of your car is forced forwards onto the front wheels. This will increase frontal grip but will make the back of your vehicle light. This can help steering into tight corners as it will help the back shift round, but combined with too much speed can easily send you into an uncontrollable spin.

Be careful when placing too much bias on the front wheels. Too much can lock your brakes more easily and when your brakes are locked, it's impossible to steer.

Load/Save

Load	Select a previously saved setup to install on your current vehicle.
Save	Save your current setup to memory card (8MB) (for PlayStation®2) for future use.
Delete	Delete a saved setup from your memory card (8MB) (for PlayStation®2).

Test Drive

Take your newly tuned vehicle out onto the track and see how it feels.

Thanks To

Aston Martin Lagonda, AC Car Group Limited, Barry Pomfret, Ford Motor Company, Graham Hathaway Engineering Ltd., Jaguar Cars Limited, Koenig Specials, Land Rover Group Ltd, Mitsubishi Motors Corporation, Nissan Motor Company Limited, SEAT S.A., SEAT SPORT S.A., The Beanstalk Group, Fuji Heavy Industries Limited, Bowler Off Road Ltd, AA Racing (Pty) Ltd, Donington Park, Ring Management, Rennstrecken Betriebs-GmbH, International Management Group of America Pty Limited, Brands Hatch Leisure Group, Mazda Raceway Laguna Seca, Oulton Park, Pikes Peak International Raceway, Road America, Motor Events Sweden AB, Nürburgring GmbH, Rockingham Motor Speedway, Autodromo Di Vallelunga, Texas Motorspeedway, Brembo S.p.A, Superchips Inc, OMP Racing, EPTG Limited, Koni BV, Federal Mogul, Collins Performance Engineering, Hella, Sparco S.p.A, K & N Engineering, Inc, DPRS, MOOG, Champion, Nudge Mobile, Bridgestone, Compomotive, Ferodo, Micro Dynamics/Lumenition, Mongoose, Powerflex, Pipercross, Powerchip SPA, Pace, Circuit de Catalunya.

Special Thanks To

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BEFORE YOU CALL, READ THROUGH THESE STEP-BY-STEP DIRECTIONS...*

1. In your game, go to Options > Bonus > Unlocking Information and write down the Bonus Number. You need this to access the Bonus Codes.

2. Log on or call the Hintline on the number above and follow the directions to the ToCA Race Driver™2 area.

3. When requested, enter the Bonus Number you obtained in Step 1.

4. If you're buying the codes online (requires credit card), the full set will be emailed to you. If you are calling the Hintline, write down the codes as they are read to you; you can access as many or as few Bonus Codes in one call as you like.

5. To unlock the Bonuses, go to the Bonus screen, select "Enter Bonus Code" and enter the Code/s you've been given. Finally select "Activate Bonus" to turn the new feature on.

*Requires touch tone telephone and ToCA Race Driver™2 save file.
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